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ESRB CONTENT RATING
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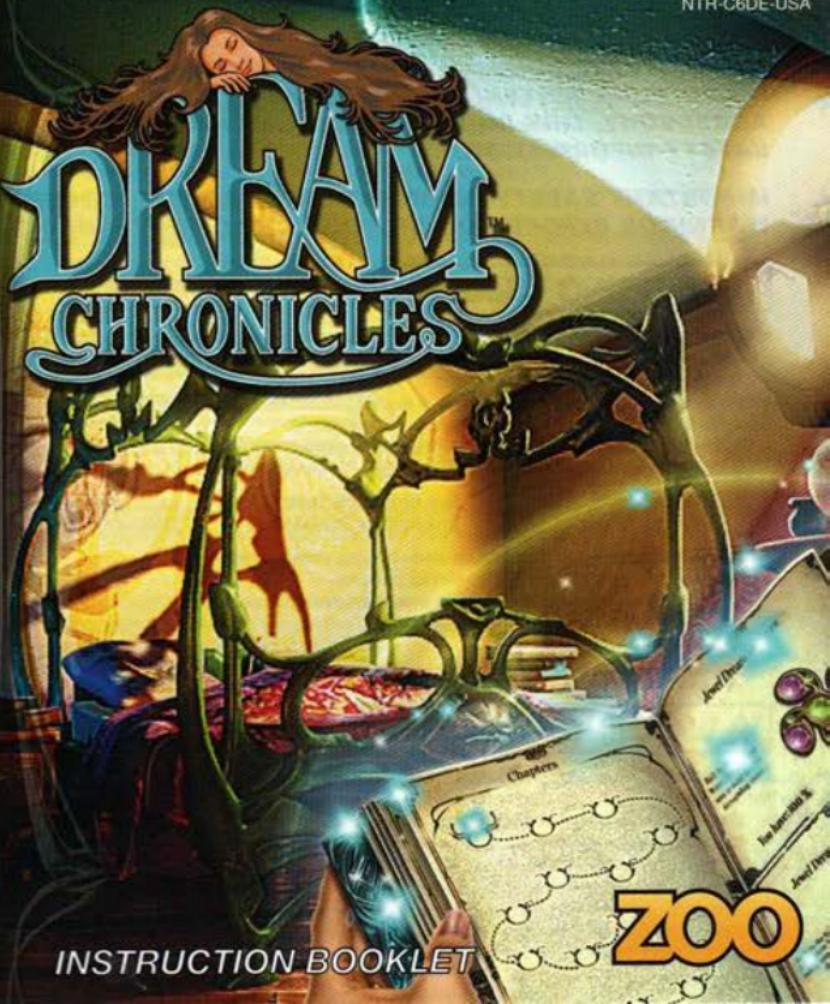
Alcohol Reference
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NINTENDO DS™



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

REV-E

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

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manufactured by Nintendo. Always
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video game systems,
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products.*



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THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.

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⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

INTRODUCTION

Welcome to Dream Chronicles™. Playing as Faye, you will need help from your husband Fidget and the many clues as you search for your daughter Lyra. You will also discover many other secrets in your dream. You will learn more about your family and your world as you search your beautiful world for clues.

GETTING STARTED

Correctly insert the Dream Chronicles™ Game Card into your Nintendo DS™ system. Switch on the system. Press START at the title screen.

WARNING : Inserting a Game Card when the system is already on might result in damage to the Game Card.

CONTROLS

Dream Chronicles™ is played primarily with the Nintendo DS™ stylus and the Touch Screen. Tap on the buttons and items on screen to use or activate them.

- Tap and hold your Nintendo DS stylus to the bottom screen and drag it to look around.
- Tap an object once with your Nintendo DS stylus to see its brief description, and twice to reveal more detailed information about it.
- Objects that you need will move into your inventory when tapped on twice.
- To use an object in your inventory bar, tap it once. Then tap twice on the place you want to use it.
- Tap on your diary to review details of your journey and see your collection of dream

jewels.

- Dream pieces are scattered throughout your journey. Tap twice on one to collect it. Can you find them all?

HOW TO PLAY

When you start up Dream Chronicles™, the game will take you to the Main Menu where you will start the game. Tap on the buttons in the menus to move on to the next page. All controls are done with the Nintendo DS stylus.

Main Menu



Play: Begins your adventure.

- **Options:** Selecting the Options button will allow you to control the volume of the sound and music.

New Game: Selecting the New Game button allows you to start a new game. Please note that if you have a current game, selecting New Game will delete all game progress of the previous game, and you will start over.

Instructions: Selecting the Instructions button will bring you the help screens. This describes in detail everything you will see in the game.

HINTS AND PUZZLES

Using objects that you find in the world is critical to progressing in Dream Chronicles™. For example, in the first room after starting the game, you will need to use a match to light the fire in the fireplace. This will in turn thaw the ice from the door, allowing you to open it.

- Find the matches over the fireplace, and tap on them. This places them in your inventory.
- To use the match (or anything in your inventory, such as a key) tap on it with the Nintendo DS stylus to "pick it up"; tap again on the bottom screen where you wish to "use it". In this case, tap in the fireplace, which will light the fire.
- You will collect and use objects in the same manner throughout the game. Tools, parts, art pieces. You will often see small hints emanating from such objects, often looking like little sparkles – notice the sparkles in the image above. If you see sparkles, make sure to inspect that area of the display for objects to collect. If you are not sure what to do with an object, don't be afraid to experiment using it in different fashions.



Collecting dream pieces is another aspect to making your way through. Sometimes they are very small and hard to find, but be sure to inspect every aspect and every corner and crevice of the gameplay area. You don't want to miss anything.

If you feel you are stuck, you in reality just have found every object you need yet, or you have not completed the puzzle. Sometimes it may feel like you are stuck, but that just means you must search even harder, as the answer is literally right in front of you. You can single tap in areas to get a clue and see what objects are.



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